XBOX

ENTER
THE
MATRIX™

WRITTEN AND DIRECTED BY THE WACHOWSKI BROTHERS

ATARI

Part # 24392M

ATARI

TEEN
T
CONTENT RATED BY
ESRB

SHINY
ENTERTAINMENT

WB

WWW.ENTERTHEMATRIXGAME.COM
WWW.THEMATRIX.COM

http://www.replacementdocs.com

ABOUT PHOTOSENSITIVE SEIZURES

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms including: lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms — children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Other Important Health and Safety Information. The Xbox Instruction Manual contains important safety and health information that you should read and understand before using this software.

AVOID DAMAGE TO YOUR TELEVISION

Do not use with certain televisions. Some televisions, especially front- or rear- projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.
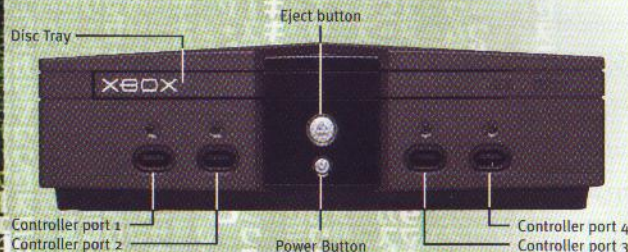
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USING THE XBOX VIDEO GAME SYSTEM

1. Set up your Xbox video game system by following the instructions in the Xbox Instruction Manual.
2. Press the power button and the status indicator light will light up.
3. Press the eject button and the disc tray will open.
4. Place the *Enter The Matrix* disc on the disc tray with the label facing up and close the disc tray.
5. Follow on-screen instructions and refer to this manual for more information about playing *Enter The Matrix*.

Disc Tray —
Eject button
XBOX
Controller port 1
Controller port 2
Power Button
Controller port 4
Controller port 3

AVOIDING DAMAGE TO DISCS OR THE DISC DRIVE

To avoid damage to discs or the disc drive:

- Insert only Xbox-compatible discs into the disc drive.
- Never use oddly shaped discs, such as star-shaped or heart-shaped discs.
- Do not leave a disc in the Xbox console for extended periods when not in use.
- Do not move the Xbox console while the power is on and a disc is inserted.
- Do not apply labels, stickers, or other foreign objects to discs.

NOTE: *Enter The Matrix* supports progressive scan display. See your Xbox Instruction Manual for details.

STARTING THE GAME

From the game's Main Menu, select New Game to start fresh or Load to return to a previously saved game. If you choose New Game, you'll be prompted to select a Difficulty level – Easy, Normal, Hard. Then, choose which memory device you would like to save your progress to. Next, you'll choose to play either Niobe or Ghost. Select character to get started.

SAVING AND LOADING

At specific points throughout the game, you will be prompted to save your progress. Choose to save to the current Memory Device (If available) or choose a different Memory Device. Create a new save or overwrite an existing one (if you do this, the game previously saved will be lost). To load a saved game, select the appropriate Memory Device and choose a saved game. When choosing a game to load, you may start from any point at which you previously saved.

OPTIONS

From the Main Menu, select Options to enter the Options Menu.

Controller
- Turn vibration ON / OFF.
- Set the "look up" control for first-person mode.
- Switch controller's button mappings — the mappings for each controller configuration are displayed on the screen.

Audio
- Adjust the volume level of the game's sound effects, music and dialogue.

Video
- Toggle subtitles for all voice dialogue ON / OFF.
- Adjust video settings for Gamma, Brightness and Contrast. Toggle Automatic Gamma ON to allow game to dynamically adjust in-game gamma settings.

VIDEOS AND CINERACTIVES

Enter The Matrix tells its story through a combination of live-action film footage, in-game movies called "cineractives," and the actual gameplay. Clues and instructions appear in the film and cineractive segments.

HACKING

The rabbit hole is very deep, with many places to explore. You must have a previously saved game stored in order to begin hacking. After that, you're on your own.

NIOBE AND GHOST

Playing as either Niobe or Ghost is a matter of personal preference, but playing all the way through the game as both characters, and playing well, is the only way to experience the full *Enter The Matrix* story.

NOTE: Except where specifically noted below (i.e., in the driving and hovercraft piloting sections), the controls and capabilities of Niobe and Ghost are identical. Unless noted, where a feature for one character is described, that feature is present for the other character, too.

NIOBE

Niobe is the hard-as-nails Captain and pilot of the *Logos*, the smallest and fastest hovercraft in the Rebel fleet. Niobe is a superb hand-to-hand combatant. Her skills as a hovercraft pilot in the Real World and her driving skills in the Matrix itself are second to none.

GHOST

Ghost is the First Mate of the *Logos*, and a true spiritual martial arts warrior. To him, weapons are nothing less than works of art, and they are deadliest when in Ghost's calm, practiced hands. In battle, Ghost's body and mind become perfectly focused, working in flowing unison.
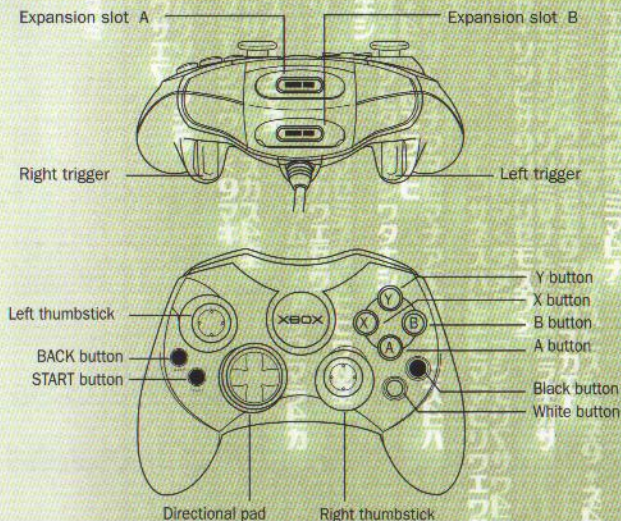
SPARKS

Sparks is the third crewman of the *Logos*, serving as Niobe's and Ghost's operator during their missions into the Matrix. Sparks is a wild, brilliant, hyperkinetic voice on the other end of the cell phone. You'll be in constant touch with Sparks as he relays key information and strategic advice.

USING THE XBOX CONTROLLER

1. Connect the Xbox Controller to any controller port on the front of the Xbox console. For multiple players, connect additional controllers to available controller ports.

2. Insert any expansion devices (for example, Xbox Memory Units) into controller expansion slots as appropriate.

3. Follow on-screen instructions and refer to this manual for more information about using the Xbox Controller to play *Enter The Matrix*.

Expansion slot A

Expansion slot B

Right trigger

Left trigger

Left thumbstick

Y button
X button
B button
A button

BACK button
START button

Black button
White button

Directional pad

Right thumbstick

Walking / Running / Shooting

CONTROL	ACTION
Left thumbstick	Move forward / back; Turn right / left. When facing an obstacle (such as a wall), tap up to have Niobe or Ghost turn their back toward the obstacle. If the obstacle is low, the character will automatically crouch behind it. When in first-person or sniper mode, the **left thumbstick** allows you to look around and / or aim the sniper weapon.
Right thumbstick	Enter / Exit first-person mode
Directional pad right	Select next primary weapon
Directional pad left	Select previous primary weapon
X button	Specific action is context-sensitive: Pick up object; Activate; Open door; Holster weapon; Strangle opponent from behind
White button	Press and hold to throw selected secondary weapon in left hand (e.g., grenade) or fire secondary weapon. If you have an enemy targeted, you will throw the object at them.
A button	Jump, or jump and grab edge of obstacle. Run and jump to increase jump distance. Use Focus (pull and hold **left trigger**) while jumping to greatly increase jump distance.
Left trigger	Focus. Pull and hold to use Matrix-enhanced set of abilities.
Black button	Fire primary weapon; Draw selected weapon
Right trigger	Target Lock; Strafe. Pull and hold while pressing the **left thumbstick** left and right to make your character strafe / step left and right.
BACK button	Weapon Selection menu. Use the **directional pad** or the **left thumbstick** to navigate the menu.
START button	Pause Game — The Pause Menu appears. Press the **START button** again to return to game.

Sniper Mode

CONTROL	ACTION
Right thumbstick	Enter / Exit sniper mode (when sniper weapon selected)
Left thumbstick	Look around; Aim sniper weapon
X button	Zoom in
A button	Zoom out

Hand-to-Hand Combat

CONTROL	ACTION
X button	Defend; Block; Counter
Y button	Punch
B button	Kick
Y button + B button	Throw
Right thumbstick	Exit fighting stance

Driving

When playing as Niobe (Driver):

CONTROL	ACTION
Left thumbstick or directional pad	Steer left / right
Right trigger or A button	Accelerate
Left trigger or X button	Brake. For reverse, pull after car has stopped.
B button	Emergency brake
Right thumbstick left / right / down	Look left / right / behind
Black button	Switch between first- and third-person view
Y button	Press and hold to make Ghost assist (lean out of car and shoot enemies)

When playing as Ghost (Riding shotgun, shooting from passenger's seat):

CONTROL	ACTION
Left thumbstick or directional pad	Look around; Aim weapon
Right trigger or A button	Fire primary weapon

Hovercraft Flying

When playing as Niobe (Pilot):

CONTROL	ACTION
Left thumbstick or directional pad	Steer left / right / up / down
Right trigger	Accelerate
Left trigger	Decelerate. For reverse, pull after hovercraft has stopped.
A button	Fire forward cannon

When playing as Ghost (Gunner):

CONTROL	ACTION
Left thumbstick or directional pad	Aim target reticle
Right trigger or A button	Fire cannon
Left trigger	Switch view from forward to rear

Alternate Control Configuration

The above control configuration is the default setting. You can select an alternate configuration at the game's Options Menu.

PAUSE MENU

At any time in the game, you can press the **START button** to access the Pause Menu. Use the **directional pad** and the **A button** to select from the menu. Select Continue and press the **A button** or **START button** to return to the game.

> **Continue** – Return to the game.
> **Objectives** – List level objectives.
> **Controls** – View the current control configuration.
> **Tips** – Display basic gameplay tips.
> **Quit** – Quit to Main Menu.

HEADS-UP DISPLAY

Radar

Secondary Weapon

Primary Weapon

Health

Focus

The Health meter displays your current health status.

The Focus meter displays the current level of Focus time available (see Focus Moves on page 17 for more information).

The Radar indicator shows the distance and direction to the next objective. If the indicator turns red, you are facing the wrong direction. You may need to go around obstacles to reach your next objective.

The Weapon displays show the currently selected weapon for either hand and its available ammunition.

MOVING AROUND

The **left thumbstick** controls direction and speed for both walking and running.

When facing an obstacle such as a wall, move close to the object and then tap the **left thumbstick** up as if to walk into the object. Your character will turn his or her back and press up against the object.

If the object is low, your character will automatically crouch down and hide. You can use the **left thumbstick** to move or creep along the obstacle.

You can peer around corners by turning your back against an obstacle and using the **left thumbstick** to move to the edge and peer around. Your character can even fire weapons from behind cover in this fashion: Move to the edge of the obstacle and press the **Black button** to lean out and fire. Release the **Black button** to stop shooting, and your character will automatically move back behind cover. To jump out and surprise enemies, press the Jump button (**A button**) as you look around the corner.

Pulling and holding Focus (**left trigger**) while jumping will increase the length of your jump. If you strafe (**right trigger + left thumbstick**), pull the Focus trigger and then jump (**A button**), your character will do a sideways cartwheel.

WALL-RUNNING AND WALL-JUMPING

Run alongside a wall, pull and hold the Focus trigger and continue running toward the wall at an angle. You'll bend the rules of gravity in the Matrix and sprint along the wall. Time it right, and you'll even turn corners while still airborne. To jump off the wall, press the Jump button (**A button**).

For wall-flips, pull the Focus trigger and run directly at a wall — you'll take a few steps up the side and backflip to the ground.

These moves are great ways to avoid enemies and obstacles. Experiment with other Focused running and jumping moves to discover more combinations and effects.

JUMPING AND CLIMBING

Use the Jump button to jump onto various objects, and use the **left thumbstick** to climb up and down ladders and fences, or press the Jump button (**A button**) to quickly slide down a ladder.

Jump up to grab pipes and rails, and use the **left thumbstick** to move hand-over-hand along the pipe. Press the **Black button** to pull yourself higher onto the pipe. Move the **right thumbstick** in any direction to lower yourself back down. To jump down from the pipe, press the Jump button (**A button**). Be sure you're above a safe landing spot!

Try hanging upside down for a unique sniper's perch. While on a pipe, select any primary weapon, and press the **Black button** to hang upside down and immediately enter first-person mode. Use the **left thumbstick** to aim, and press the **Black button** again to fire. Lower yourself back down by moving the **right thumbstick** in any direction.

PICKING UP AND USING OBJECTS

You'll have the opportunity to pick up several items during the game — weapons, ammo, grenades, etc. To pick up the items automatically, run right over them.

Press the **X button** to use or activate fixed objects, like doors. The exact action triggered by the **X button** is context-sensitive.

HEALTH PACKS

Throughout the game, you'll have the opportunity to recharge Niobe's or Ghost's Health meter with Health Packs. To pick up Health, run right over it as you would any other item.

HAND-TO-HAND COMBAT

Niobe and Ghost are both rock-hard martial artists, masters of dozens of different styles. When it comes to hand-to-hand fighting, they are just as tough and as fast as Trinity and Morpheus.

PUNCH, KICK AND DEFEND

You'll automatically switch to a hand-to-hand combat stance when you attack an enemy. Mix it up with the bad guys and discover special moves and combinations that really dish out the pain.

Example: Foot Sweep

In close quarters, move the **left thumbstick** down and press the Kick button (**B button**). Your character will do a foot sweep, dropping the enemy to the floor. Follow that up with another kick to punt the enemy across the room.

Example: Wall Kick

Again, in close quarters, back up against a wall, and pull the Focus trigger and the Kick button simultaneously. If you time it right, your character will kick off the wall to deliver a crushing boot to the head.

THROWS, CHOKEHOLDS AND DISARM MOVES

Throws, chokeholds and disarm moves are some of the special moves you can discover. Disarm moves leave guns on the ground that you can immediately pick up and fire. Some special moves even allow Niobe and Ghost to yank guns from their attackers and put them right to use.

Example: Throw

To throw an enemy, move in close and press the **Y button** and **B button** simultaneously. Your character will throw the enemy across the room.

Example: Chokehold

Sneak up behind a enemy and press the **X button**. Your character will apply a deadly chokehold.

Example: Counter-Throw

If you're being thrown, press the **X button** before you hit the ground. Your character will find his or her footing and turn the throw back on their opponent, dropping him to the floor.

WEAPONS COMBAT

In some scenarios, you'll be jacked into the Matrix with a preset weapons loadout, and throughout the game, more weapons and options will become available.

Select a weapon by pressing the **BACK button** to display the Weapons Menu, and navigate the menu with the **directional pad** or **left thumbstick**. Press the **A button** to select your weapon and exit the Weapons Menu. Alternately, you can quickly scroll through your weapons using the **directional pad**.

To draw and fire a weapon, press the **Black button**. Press the **X button** to holster weapons.

You can carry grenades as secondary weapons. In some instances, you can wield two pistols for rapid-fire, two-handed shooting.

AUTO-TARGETING AND TARGET LOCK

Once you've drawn a weapon, maneuver Niobe and Ghost to aim your weapon toward an enemy. When a green targeting reticle appears over an enemy, you've got him in your sights.

Pull and hold Target Lock (**right trigger**) to keep the enemy in your sights while you move. When you have a target locked, you can strafe left and right using the **left thumbstick**. With this method, you can "circle-strafe" an opponent by moving sideways around him while shooting — a very effective tactic.

NOTE: You can strafe without a target locked by using the same control combinations.

Once you lock on a target, you will remain locked until you release Target Lock, holster your weapon, or kill the target.

THE SNIPER RIFLE

You can use the sniper rifle as a standard weapon, or you can enter sniper mode for greater range and accuracy. Select the sniper rifle and move the **right thumbstick** in any direction to enter sniper mode — the targeting reticle will appear. Zoom in on your target by pressing the **X button**; zoom out by pressing the **A button**. To fire, press the **Black button**. To exit sniper mode, move the **right thumbstick** in any direction again.

THROWING GRENADES

First, select a grenade for your left hand by using the Weapons Menu (**BACK button**). Press and hold the **White button** to throw — but be careful to avoid the blast radius of your own grenade!

THE WEAPONS

The following is a partial list of the available weapons in the game. You'll discover more weapons and special ammunition types as you progress — keep your eyes open!

.380 Security Pistol – Small clip size and underpowered ammunition, but a common choice for security officers and police.

92FS Automatic Pistol – Standard automatic pistol used by police and military agencies. Large clip size and high-velocity ammunition. Great when wielded in pairs.

p229 S Automatic Pistol – Excellent all-around performance. Ghost's primary handgun.

9000 S Automatic Pistol – Smaller frame size, but packs the same punch. Niobe's primary handgun.

.50AE Automatic Pistol – The most powerful handgun in the game, often carried by Agents.

MP5 Submachine Gun – The gold standard for weapons of this type. Commonly carried by SWAT officers, the MP5 can be fitted with a flashlight or infrared scope.

M16 – The U.S. military's standard battle rifle for more than 30 years.

M240 Machine Gun – Heavy-duty machine gun, in standard use by U.S. Army and Marine Corps. Often mounted on vehicles and aircraft.

Shotgun – Tremendous short-range stopping-power more than makes up for its slow reload time. Can be fitted with a flashlight.

M95 .50 Advanced Sniper Rifle – The sniper's best friend. Deals massive damage, even at extreme ranges.

Flash-Bang Grenade – Blinds and disorients with a loud bang and brilliant flash. Used by SWAT teams during forced entries.

Offensive Grenade – Lethal fragmentation grenade, perfect for clearing enemies from behind cover.

40mm Grenade Launcher – Fires high-explosive grenades that detonate on impact.

DRIVING & SHOOTING FROM CARS

WHEN PLAYING NIOBE...

Niobe always takes the wheel during the game's driving levels. Her driving skills are second to none, but you'll have to push her right to the limit to survive.

When playing Niobe, keep in mind that Ghost will be riding shotgun — make sure he's in a good position to make his shots. Think of your role not only as the driver/navigator, but also as the means to deliver Ghost to the enemies.

WHEN PLAYING GHOST...

Niobe is the best driver, and Ghost is the best marksman with every weapon imaginable. It's Ghost's job to provide covering fire so Niobe can drive you both to safety.

Enemies can come at you from any angle. Think of your role as clearing a path for Niobe while protecting her from enemies.

PILOTING & SHOOTING FROM HOVERCRAFT

WHEN PLAYING NIOBE...

Niobe is the Captain of the *Logos*, and the best damn pilot in the fleet. She'll always take the helm of the *Logos*, the fleet's fastest, most agile hovercraft.

You'll pilot the ship through ancient steam, sewer and electrical tunnels, with hazards at every turn. Ghost will provide covering fire, so it's your job to get the *Logos* through the tunnels as fast as possible and in one piece — easier said than done.

WHEN PLAYING GHOST...

Ghost takes the *Logos'* gunner position, operating cannons located on both bow and stern. Niobe will aggressively lead the way through the tunnels, but the real danger is "Squiddy," the relentless war machines bent solely on your destruction. Niobe can handle the flying — you just need to keep the Sentinels from catching the *Logos*.

FOCUS MOVES

Discovering all of Niobe's and Ghost's abilities in the Matrix is the key to your success. In the Matrix, Niobe and Ghost are fast enough to avoid bullets and defy gravity.

They're so fast that, for them, time slows to a crawl. Unlocking these abilities will be one of your biggest challenges as a player.

Focus 100%

To bend the rules of the Matrix, the rebels need to learn how to free their minds. To do this, they need to Focus.

The Focus meter in the lower right of the HUD displays your resource pool of Focused ability.

Pulling and holding Focus (**left trigger**) while running, jumping or fighting unlocks Niobe's and Ghost's spectacular (and more useful) capabilities. Focus can also keep you out of danger — you'll be a harder target to hit. For

example, hold down the Focus trigger and tap the **X button**, and your character will dodge bullets using somersaults, handsprings, and other maneuvers.

The longer you hold down the Focus trigger, the more you draw from the limited resource of the Focus pool. When the meter hits zero, Niobe and Ghost return to their normal levels of speed and strength.
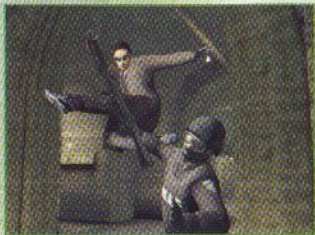
The Focus pool slowly regenerates itself, but it's a precious commodity — use it wisely.

NOTE: Focused abilities are available only within the Matrix itself. In the Real World, you're on your own.

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Marketing

V.P. of Brand Marketing
Steve Allison

Director of Brand Marketing
Jean Raymond

Senior Brand Manager
Mike Webster

Brand Manager
Serene Chan

Director of Marketing Communications
Kristine Keever

Senior Art Director
David Gaines

Executive Web Producer
Jon Nelson

Senior Web Producer
Kyle Peschel

Marketing Services

V.P. of Marketing Services
Gale Alles

Director of Creative Services
Steve Martin

Director of Editorial and Documentation Services
Liz Mackney

Graphic Designers
Paul Anselmi
Melissa Caccavaro
Patrick Loughlin

Documentation Specialists
Kurt Carlson
Chris Dawley

Licensing

Director of New Business Development
Tim Campbell

Content Manager
Mark T. Morrison

Legal

V.P. of Business and Legal Affairs
Steve Madsen

Director of Business and Legal Affairs
Travis Stansbury

Strategic Relations

Strategic Relations Senior Manager
Joy Schneer

Manufacturing/Production

V.P. of N.A. Operations
Todd Curtis

Director of Manufacturing
Eddie Pritchard

Lead Senior Buyer
Lisa Leon

Senior Buyer
Gardnor Wong

Materials Planner
Janet Sieler

Director of Logistics
Mike Browoleit

Engineering Services

Senior Manager
Luis Rivas

Engineering Specialist
Ken Edwards

Technician
Scott Matloff

Quality Assurance

Director of Publishing Support
Michael Gilmartin

Director of Quality Assurance
Michael Craighead

Q.A. Project Manager
Ezequiel "Chuck" Nunez

Project Lead
Jason Kausch

Assistant Lead
Michael Shamsid-Deen

Core Testers
Joe Fried
Juan Sanchez
Carl Vogel
Alden Wong
Franco Junio
Kory O'Daniels
Scott Barnes
Andrew LeMat
Ken Moodie
Gerard Gust
Joey Edwards

Testers
Arthur Long
Gabriel Navarette
Michael Greenler
Jason Anderson
Daniyel Garcia
Mark Florentino
Lupe Deleon
Ted Tomasko
Chris Dawson
Jacob Abercrombie
Kenny Yan
Brandon Perry
Jimmy Kennedy
Mark Alabayan
Jimmy Goh
Eugene Lai
John Seefurth
Paul Phillips
Miguel Jauregui
Howell Selburn

Cast
(In Alphabetical Order)

The Oracle
Mary Alice

Kali
Christine Anu

Soren
Stephen Bastoni

Vector
Don Batte

Councillor Tuchman
Francine Bell

Persephone
Monica Bellucci

Elevator Security Guard
Gunther Berghofer

Agent Johnson
Daniel Bernhardt

Bane
Ian Bliss

Zion Controller
Michael Budd

Ice
Kelly Butler

Zion Operator
Josephine Byrnes

Operations Officer Mattis
Zeke Castelli

Seraph
Collin Chou

Corrupt
Paul Cotter

Maggie
Essie Davis

Wurm
Terrel Dixon

Morpheus
Laurence Fishburne

Shift Security Guard
Daryl Heath

Sparks
Lachy Hulme

Ballard
Roy Jones Jr.

Abel
Malcolm Kennard

Agent Jackson
David Kilde

Keymaker
Randall Duk Kim

Mauser
Chris Kirby

Colt
Peter Lamb

Commander Lock
Harry Lennix

Computer Room Technician
Tony Lynch

AK
Robert Mammone

First Operator at Command
Joe Manning

Agent Thompson
Matt McColm

Security Bunker Guard #2
Scott Mclean

Computer Room Guard
Steve Morris

Trinity
Carrie-Anne Moss

Zion Gate Operator
Rene Naufahu

Councillor Dillard
Robyn Nevin

Cain
David No

Jax
Socratis Otto

Link
Harold Perrineau

Niobe
Jada Pinkett-Smith

Twin #2
Adrian Rayment

Twin #1
Neil Rayment

Neo
Keanu Reeves

Second Operator At Command
Kittrick Redmond

Lock's Lt./Command Centre Lt.
Rupert Reid

Roland
David Roberts

Ajax
Shane C. Rodrigo

Systems Analyst
Thomas Scott

Binary
Tahei Simpson

Trainman
Bruce Spence

Tyrant
Frankie Stevens

Malachi
Steve Vells

Security Bunker Monitor Guard
John Walton

Agent Smith
Hugo Weaving

Councillor West
Cornel West

Axel
Leigh Whannel

Merovingian
Lambert Wilson

Ghost
Anthony Wong

Councillor Hamann
Anthony Zerbe

Voice Talent
Angela Au
Michael Bell
David Bowe
Nika Futterman
Maura Gale
Richard Green
Mack Greenlaw
Phillip M. Hayes
Howard Hoffman
Karen Huie
Jim Lau
Scott MacDonald
Melinda McGraw
Nick Omana
Elizabeth Pan
Neil Ross
Chris Smith
Andre Sogliuzzio
Keith Szarabaijka
James Arnold Taylor
David Allen Thomas Jr.
Wally Wingert

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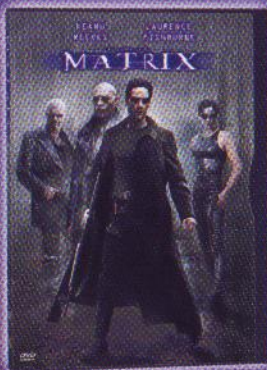
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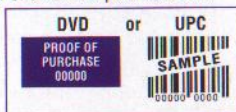
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